

What is claimed is:

1. An educational game characterized in providing a demonstration of task achievement comprising:

- A. a game board of rectangular shape;
- B. first and second groups of at least five straps having first operative positions in attached relation at first selected locations along opposite sides of said game board;
- C. five matches respectively of a selected color of a strap of said first group with a strap of said second group;
- D. five cooperating interconnecting means respectively attached to free ends of said straps effective upon interconnection of demonstrating by a user of said game a selection of said two interconnected straps;
- E. second selected locations in replacement of said first selected locations of said first and second groups of straps; and
- F. subsequent five cooperating interconnections of said cooperating interconnecting means effective of demonstrating by a user of said game of a selection of two interconnected straps

whereby said first and second demonstrations are likely of color and interconnecting means comprehension and not of board locations because of the change of said board locations between said demonstrations.

2. An educational game characterized in providing a demonstration of task achievement comprising:

- A. a game board of a selected shape;
- B. first and second groups of plural straps having first operative positions in attached relation at first selected locations along opposite sides bounding said shape;
- C. plural matches respectively of a selected cognitive feature of a strap of said first group with a strap of said second group;
- D. plural cooperating interconnecting means respectively attached to free ends of said straps effective upon interconnection of demonstrating by a user of said game a selection of said two interconnected straps;
- E. second selected locations in replacement of said first selected locations of at least said first group of straps; and
- F. subsequent plural cooperating interconnections of said cooperating interconnecting means effective of demonstrating by a user of said game of a selection of two interconnected straps

whereby said first and second demonstrations are likely of said strap cognitive feature and interconnecting means comprehension and not of board locations because of the change of said board locations between said demonstrations.